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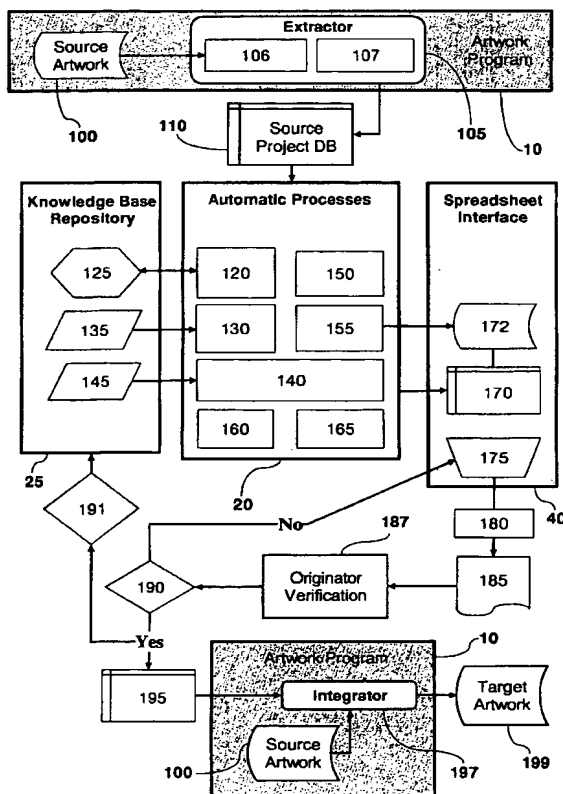
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(54) Title: A METHOD FOR MANIPULATION OF OBJECTS WITHIN ELECTRONIC GRAPHIC DOCUMENTS



(57) Abstract: A method of transforming location based objects, such as text, included in a digital source Artwork file, for example a geographical map file, and creating a transformed target Artwork file. The method is particularly advantageous in converting geo-graphical maps from one language to another. The method includes tools for extracting the required location based objects, for example text elements, from the source file, including all pertaining information, into a first intermediate structured database, represented for the user as, for example, a structured table. The required transformations are then operated on the extracted objects, partly manually but also automatically creating a transformed second intermediate database, which is subsequently integrated with the source file to create a target file, which represents, for example, a new map with translated text on new layers.